THE ULTIMATE DRAGON WARRIORS ZINE

CASKET OF FAYS

ISSUE FOURTEEN



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Chief Editor: Simon Barns

Illustrations in this issue:

Cover: Chris Lawson

Interior: Andrew Wright, Brockprint, Carlos Castilho, Chris Lawson

Monastery Plan: Shaun Hately



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Eleven Priests

Dominic Bailey

Some basic character traits for priests that your characters may encounter while wandering around Ellesland.



1. Father Harald: tall, genial, long black hair, a priest to ladies, not a monk… "God does not deny joy."

2. Father Leopold: stern but non-confrontational, keeps bees, brews mead, "fascinating creatures bees…" Tells bee parables, stretches it a bit.

3. Father Rickon: blunt, black-haired and full-bearded, "it is the will of God to suffer a fool, I am but a poor shadow of his grace", carries a cudgel.

4. Father Wulfric: willow thin, devoutly pacifist, sees the good in everyone even when there isn't any, trusts in God, forgiving of even the greatest sins.

5. Father Osgar: brown hair, always clean-shaven, polymath, former knight, genuinely does not care if he lives or dies, faith is unshakeable, once took a beating from a Thulander thane to prove his faith was stronger than the man's hate, great calligrapher.

6. Father Hrodgar: red-faced, chubby, drinks a lot, by turns incessantly cheerful and completely morose (now in Chapelford's small monastery).

7. Father Llewin: Cornumbrian, red hair, long drooping moustaches, great baritone, takes pity on small animals.

8. Father Eardwulf: schemes, spies for the bishop, sees witches and heretics everywhere, secretly has them killed, renowned herbalist/clandestine poisoner.

9. Father Dunstan: tall, blond, good-looking bastard son of nobility, trained at arms but reluctant to fight, defender of the downtrodden, still has influence with his father.

10. Father Cyneric: bookish, obsessed with the occult, knowledgeable but refuses to accept some things are better left alone (chapel at Saxton).

11. Father Aedelric: charming yet pure evil in a cassock, sleeps with other men's wives, cruel to animals, revels in chaos for its own sake and utterly self-centred, although makes an outward show of piety…



Grave Knight

Chris Jolliffe

The practice of knights presenting challenges at crossroads and bridges is often a matter of chivalric honour, with combat being conducted in a fair and respectful fashion. It is an accepted hazard that sometimes combat may get out of hand and a fatal blow be struck.

In rare and ill-fated circumstances, a knight possessed of a particularly strong and dark will may refuse to accept defeat or even the onset of death. Such a damned soul becomes something both more and less than a knight and will, in time, stagger to their feet. Their hearts cease to beat, their blood slows and thickens to a tarry black, their skin turns grey and shrunken, and they will breathe only to speak. They have become a Grave Knight, doomed to continue their ceaseless challenges until the end of the world or they are finally destroyed. They cannot abandon their vigil, nor ride more than a half mile in pursuit before returning.

A Grave Knight will appear in battered and rusted armour and weapons, often stained black, and will sometimes have a warhorse of a similarly twisted nature. They will issue challenges in a dull, husky voice, always to the death. If denied or confronted, they will fly into terrible passions.

Grave Knights have the statistics of a normal Knight, and will customarily be 3rd-7th Rank, retaining their previous skills. Their past lives will be largely forgotten, however, and they will remain fixated upon holding their position against all-comers. They will customarily only challenge heavily armoured warriors (typically knights and barbarians, or any who appear as such) but will sometimes be led by their murderous passions to attack anyone.

Grave Knights cannot abide the bright sun and will only emerge from their gloomy haunt – a rotting tent or nearby trees or abandoned building, sometimes even a scrape in the ground covered with dirt – between dusk and dawn, or during dull or foul weather.



The unnatural existence of the Grave Knight lends a stunning strength to their blows and requires that they be nearly hacked to pieces before they will finally be put to rest; they have the maximum Health Points for their Rank, plus additional Health Points equal to their Rank (for example, a 4th Rank Knight has 1d6 +10 HP, whereas the equivalent Grave Knight would have 20 HP).

The Grave Knight takes only half damage from non-magical weapons and feels no pain. Their Magical Defence is twice as high as normal and mind-controlling spells have no effect. They are subject to all spells and relic effects pertaining to the undead.

Grave Knights have the ability to distance their opponents from the real world; once an individual willingly enters combat with a Grave Knight, both they (along with their horse if this is to be a mounted combat) and their ghastly opponent all but disappear. The challenger will find themselves in a murky, unreal place of thin light and shadows where the dreadful warrior seems the only thing of real substance; they will be unable to escape until either they or the Grave Knight has finally died. Anyone in the vicinity may be aware of muted sounds of combat and the vague impression that something odd is going on, but nothing more. If the Grave Knight's challenge is not accepted, the individual is subjected to a MAGICAL ATTACK of 15 + Grave Knight's Rank; if this succeeds, they are drawn away regardless of their wishes. If they successfully resist this enchantment, the Grave Knight disappears and they are free to leave.

More powerful Grave Knights (6th Rank or higher) affect the world to a greater extent; if an individual worthy of challenge enters the half-mile radius of their influence, the Grave Knight will attempt to draw them in, along with up to five companions they are travelling with, subjecting them to the MAGICAL ATTACK mentioned before. Anyone deliberately seeking out the Grave Knight, or merely investigating disappearances, will automatically be drawn in.

Those who enter this will find themselves in a strange world of grey gloom and twisted decay, and none will be allowed to leave until one of them has successfully challenged the Grave Knight. Should their challenger lose, the Grave Knight will hunt them all down (this is the only time when they could conceivably all fight it at once, although it may choose to pick them off one at a time, typically through lance charges) and they can only escape once it is destroyed.

Adventurers defeating a Grave Knight receive experience as if the Grave Knight was two Ranks higher than normal.

Sample Grave Knight (Based on a Rank 5 Knight)

ATTACK 19	Damage: as weapon (with Strength 16)
DEFENCE 12	Armour Factor: as worn (usually 5)
MAGICAL ATTACK 20	Movement: 10m (20m)
MAGICAL DEFENCE 14	STEALTH 14 (8 in plate armour)
EVASION 5	PERCEPTION 8 (gloomsight)

Health Points 22 (takes half damage from non-magical weapons)
Rank-equivalent: 7th

Equipment: Grave Knights are usually armed with a sword, a mace as a secondary weapon, a shield, and if mounted, a lance. All weapons strike with +1 Armour Bypass and +1 damage.
Roll on the NPC Weapons and Equipment Table (DW, p.133) to determine whether the Grave Knight has any magical weapons or armour.

The Sage Profession

Stanley Barnes

A conversion of the Bloodsword character type to Dragon Warriors.

A. Strength, Reflexes, Intelligence, Psychic Talent, and Looks: roll 3d6 for each. (Psychic Talent must be at least 9 to qualify as a Sage.)

B. Health Points: roll 1d6 +5

C. Basic ATTACK 12, DEFENCE 6

D. Basic MAGICAL DEFENCE 4

E. Basic EVASION 3

F. Basic STEALTH 14, PERCEPTION 6

G. Special Abilities at 1st Rank: Ancient Scripts, Archery, Breadth of Knowledge, Knowledge of the Isles, Literate, Quarterstaff Technique, Psionic Disciplines.

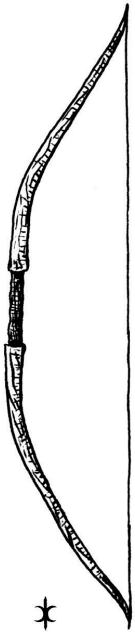
H. Initially equipped with a lantern, flint-and-tinder, backpack, bow, quiver containing six arrows, dagger, mail hauberk, 2-20 florins, staff.



A Sage's upbringing has been in the spartan Monastery of Illumination on the barren island of Kaxos. There, Sages study the Mystic Way – a series of demanding psionic disciplines and rigorous physical training.

Sages advance as if they were Mystics and suffer the same armour proficiency penalties as Mystics.

Special Abilities



Ancient Scripts
The Sage can speak, read, and write in ancient Emphidian. Further, the Sage will add their Intelligence to their chances to know additional ancient languages (see *Dragon Warriors*, p.56).

Archery
Expert knowledge of this skill gives the Sage greater proficiency in the use of the bow. The Sage adds +1 to his ATTACK when shooting with a bow. They also add +1 to Armour Bypass Rolls for arrows.

Breadth of Knowledge
The Sage knows three additional secondary skills at intermediate level.

Knowledge of the Isles
Sages automatically gain a detailed knowledge of their own religion and its associated mythology.

Literate
Due to their extensive time spent studying holy books and volumes of ancient lore, Sages are automatically literate in their native language.

Quarterstaff Technique
Expertise in quarterstaff fighting includes a knowledge of critical nerve points. If the Enchanter succeeds in a melee attack with a quarterstaff and defeats their opponent's DEFENCE by 5 or more, they inflict an additional 1d6 damage and knock their foe off-balance, causing them to take their action at the end of the following round.

Skills of the Mighty

Depth of Knowledge
This is the same as the Priest ability of the same name. The Sage chooses a skill to advance at Ranks 4, 7, and 10.

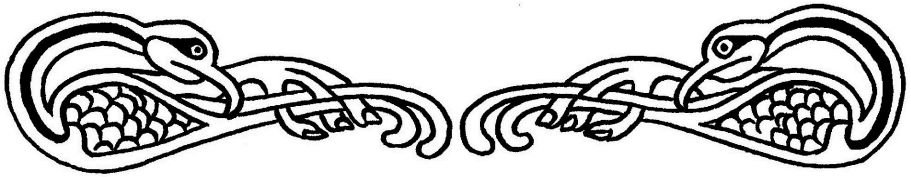
Adepthood
At Rank 8, the Sage may return to the Monastery of Illumination to meditate upon their adventures and experience with the same chance of success as the Mystic ability of the same name.

Psionic Disciplines

A Sage uses their psionic disciplines as if they were Mystic spells, with the same chance to cause Psychic Fatigue and using the same 2d6 Spell Expiry Roll. Psionic disciplines do not have a specific level; instead, the Sage may choose the level at which they manifest one of their disciplines, up to a maximum of the Sage's Rank.

Healing
Range: 5m

The Sage rolls 1d6 –2 and multiplies the result by the level at which this discipline is used. The result is the number of Health Points this discipline restores, which the Sage may distribute amongst themself and their allies within 5m (a result of 0 or less means no Health Points are restored). This discipline cannot increase a character's Health Points above its normal (unwounded) level.



ESP (or Seventh Sense)
Range: 10m

This psionic discipline is the same as the Mystic's ESP ability except that the Sage must check for Psychic Fatigue after using it. The base chance of success is 5%, increasing by a further +3% per level at which this discipline is used.

Paranormal Sight
Duration: Spell Expiry Roll applies

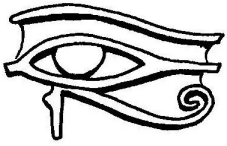
With this psionic discipline, the Sage can see through soft materials such as curtains, fog, or water (not stone or metal). The Sage can see up to 2m through soft materials per level at which they invoke this discipline.

Exorcism

The Sage must be a minimum of Rank 6 to use this psionic discipline, which counts as a level 6 spell for Psychic Fatigue. Exorcism works the same as the Priest's ability of the same name (a contested Rank +d20 roll between the Sage and the infernal creature), except that the Sage will not have a crisis of faith if they fail. The penalties for a draw are the same.

Levitation
Duration: Spell Expiry Roll applies, and see below

The Sage must be at least Rank 7 to use this psionic discipline, which counts as a level 7 spell for Psychic Fatigue. Levitation works exactly as the level 7 Mystic spell of the same name.



Mÿst Gläde

Andrew Wright

Death is just a dice-roll away!

A solo micro-game based on a gratuitous mash-up between an old-school British RPG and a current Scandinavian game *du jour*[1]. Get a bunch of dice, a pencil and paper, and start your epic quest into the fey and perilous world of Mÿst Gläde!

A roguish ADVENTURER enters the game. Roll d6 for your name: (1. Anarchos, 2. Merek, 3. Goriel, 4. Sagris, 5. Turquin, 6. Lars). You begin with 15 Health Points (HP) and 15 +1d6 silver florins (F). You may carry unlimited items.

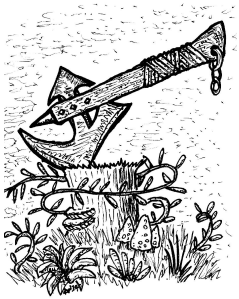
A. You own one weapon (d4):
1. An Axe (d6 damage)
2. A Dagger (d4 damage) +1 Attack
3. A Sword (d6 damage) +1 Attack
4. A Morning Star (d6 +1 damage)

B: …and one (d4):
1. Armour, -d4 damage
2. Scroll, heal d6 HP
3. Scroll, Summon Faltyn[2]
4. Amulet of Invisibility[3]

THE MŸST GLÄDE

Draw a Mÿst Gläde on blank paper, a wooded clearing where d4 exits lead further (in any direction) to other Areas.

The d4 also determines:
1. You find a random (d6) ITEM.
2. A MONSTER MINION stands guard. Attack!
3. A dying Mystic gives you a random (d4) SCROLL.
4. The Mÿst Gläde is eerily quiet and desolate.



[1] The *Dragon Warriors* RPG by Dave Morris and Oliver Johnson, and *DARK FORT* by Pelle Nilsson, respectively.

[2] The Faltyn (a small demonic Imp) helps you in d4 fights, dealing d4 damage.

[3] Avoid d4 fights but acquire all monster Points.

MONSTERS

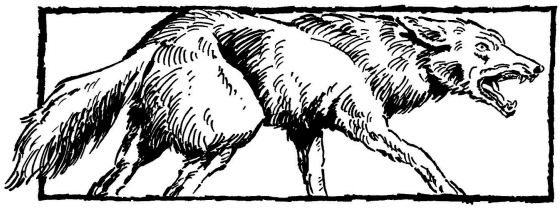
There are MONSTER MINIONS and MIGHTY FOES. To hit, roll a d6 for Attack and tie or surpass the monster's Points. If successful, it takes weapon damage (d4 –1 if unarmed). A failure means you're hit. Armour absorbs d4 damage. You earn a slain monster's Points. After accumulating 15 Points and exploring 12 Areas, you Level Up. Anyone with 0 HP or less dies. You can try to flee a fight: taking d4 damage and leaving the Area unexplored along the path by which you entered that Area.

MONSTER MINIONS (d4)

1. RUFFIAN 3 Points, d4 damage, 6 HP. 2-in-6: You loot a Dagger from the slain Ruffian.
2. PAGAN 3 Points, d4 damage, 6 HP. 2-in-6: You loot a random Scroll from the dead Pagan.
3. GOBLIN 3 Points, d4 damage, 5 HP. 2-in-6: Carries a Rope.
4. WOLF 4 Points, d4 damage, 6 HP.

MIGHTY FOES (d4)

1. HAG 4 Points, d4 damage (every other attack is a Curse dealing d6 damage), 8 HP. Loot: 3d6F. After the fight: 1-in-6 chance you are transformed into a Toad. Your adventure ends here.
2. TROLL 5 Points (7 if killed), d6 +1 damage, 9 HP.
3. WIGHT 4 Points, d6 damage, 10 HP. After the fight: 1-in-6 chance you are drained of life. Your adventure ends here. Loot: d4 × d6F in a nearby treasure chest.
4. HYDRA 4 Points, d6 damage, 11 HP. After the fight: 2-in-6 chance you immediately LEVEL UP.



From now on, roll on the following tables when entering new Areas.

TYPE OF AREA (2d6)

2	Crumbling Tower	9	Wooded Dell
3	Desolate Moor	10	Stinking Fen
4	Rune-Stone Circle	11	Ruined Villa
5	Dank Cave	12	Grassy Barrow-Tomb
6 - 8	Mÿst Gläde		

Roll d4 for exits and draw them facing any direction:

1 No exit. If you have reached a dead end; your adventure ends in this direction, but you can still return to previously explored Areas with unexplored exits.

2 One exit.

3 - 4 Two exits.

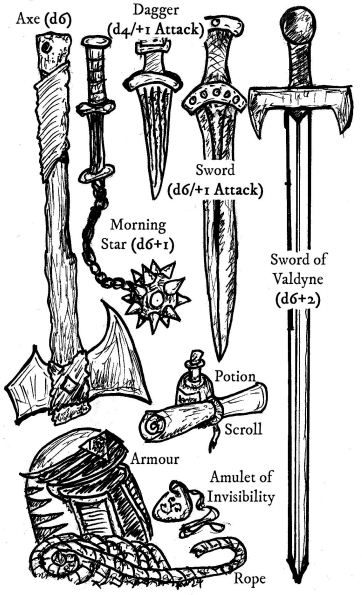
When entering an explored Area or an Area you fled from, there is a 1-in-4 chance you face a MONSTER MINION. Otherwise, the Area is empty. Roll on the following table for an Area's contents:



AREA CONTENTS TABLE (D6)

1. Nothing. The Area is now explored.
2. Hunter's Pit Trap. Roll a d6. 1-3 means you take d6 damage. If you have a Rope, add +1 to the roll. If you survive, the Area is explored.
3. Riddling Hermit. Roll a die. Odd result: you solve the riddle and may choose to receive either 10F or 3 Points. Even result: Devastating revelations cause psychic trauma dealing d4 damage (ignoring armour). If you survive, the Area is explored.
4. You face a MINION MONSTER. If you kill it, the Area is explored.
5. You face a MIGHTY FOE. If you kill it, the Area is explored.
6. A wandering peddler from a nearby hamlet offers curios and adventurer's gear for hard-won silver florins. You may buy/sell items at the following prices (when you're done, the Area is explored):

Potion (heal d6 HP) 4F
Random Scroll 7F
Dagger (d4 damage / +1 Attack) 6F
Axe (d6 damage) 9F
Rope (+1 on Trap roll) 5F
Sword (d6 damage / +1 Attack) 12F
Morning Star (d6 +1 damage) 15F
Sword of Valdyne (d6 +2 damage) 25F
Armour (-d4 damage) 10F
Amulet of Invisibility[4] 15F



ITEMS (d6)

1. Random weapon (Table A)
2. Potion (heal d6 HP)
3. Rope (+1 on Trap roll)
4. Random Scroll (next table)
5. Armour (–d4 damage)
6. Amulet of Invisibility

[4] Avoid d4 fights but acquire all monster Points.

SCROLLS (d4)



1. Summon Faltyn[5]
2. Vorpal Blade, d6 +1 damage, d4 uses
3. Panoply, –d4 damage, d4 uses
4. Sigil of Destiny. Either: when exploring an Area you choose a result on the Area Table instead of rolling a d6; or reroll any die.

YOU LEVEL UP IF YOU DO ONE OF THE FOLLOWING...

... Explore 12 Areas and survive (starting Mÿst Gläde included) and have earned at least 15 Points. Your Points are reset to 0.
... Collect at least 40F, which you return to cowering serfs in plague-stricken hovels.

When you Level Up, roll a d6. Scratch that result off the list. Start over in a new Mÿst Gläde or keep exploring the current one. Reroll repeat results when Levelling Up.

1. You are knighted and may call yourself Sir or Lady!
2. From now on add +1 when Attacking monsters.
3. Your maximum Health Points increase by +5 to 20.
4. A local omnipotent Sorcerer salutes your endeavours and gives you 5 Potions (see Items table above).
5. You find a Sword of Valdyne (d6 +2 damage) (worth 25F).
6. Choose one MONSTER MINION and one MIGHTY FOE from the monster tables. From now on their damage is halved. Your chosen monsters can never be changed.

When every result on the list is scratched, you retire to a villa on the shores of the Coradian Sea until the sounding of the Last Trump, as midnight brings the End of Time and the Creator of All welcomes every true believer to ascend to Paradise! Congratulations!

[5] The Faltyn (a small demonic Imp) helps you in d4 fights, dealing d4 damage.

Rhinoceroses

Damian May / Brock

These great horned beasts roam the jungles, plains, and forests of Mungoda and other Southern Lands. The rhinoceroses of the Thousand Islands and southern Khitai are small, rather shy beasts – this article will concern itself with the rhinoceroses of Mungoda. The rhinoceroses of this region include the donkey-sized abada, the black rhinoceros, the white rhinoceros, and the rare semi-aquatic Emela-Ntouka.

Rhinoceroses are often called *monoceros* (one-horned)[6] in Coradian lands, despite the beasts often having two horns on their snout. Rhinoceroses are herbivorous animals with poor eyesight but a keen sense of smell; adventurers are advised to remain upwind from these animals as they are notoriously bad-tempered and likely to charge.

Rhinoceroses have thick hides, often used to make armour in those places where steel is rare or unknown.

Appearance and Temperament

The **abada** is a small grey animal about the same build as a donkey but with a boar-like tail and two strangely twisted horns on its snout. Abada are usually found in small herds and the male (bull) will likely attack any perceived threat that approaches, even if larger than itself.

The **black rhinoceros** is about the size of a large bull, is more heavily set with armoured scutes along its side, and grows one short (but sharp) horn upon its snout. It is a fairly solitary creature and is quite aggressive; it is liable to charge with little or no provocation any that approach it.

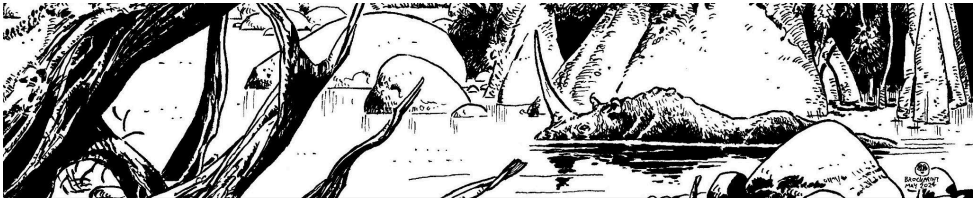
[6] The Bacchile term *monoceros* is also used to denote a unicorn (mostly by pedantic scholars).

The **white rhinoceros** is a massive animal with longer, smoother lines than the black rhinoceros. It can grow to two metres at the shoulder and, despite its impressive bulk, it can manage an impressive turn of speed. It has two horns on its snout, the front one growing much longer than the other.[7] Its eyesight isn't up to much, but it makes up for this with good hearing and an excellent sense of smell. White rhinoceroses are sociable animals that live in herds (consisting of 2d6 females); although adult bull rhinoceroses tend to be solitary.

While unpredictable, the white rhinoceros is a usually placid creature and unlikely to attack unless provoked.

The **emela-ntouka** is a massive beast that can grow to the shoulder height of an elephant. Known to be semi-aquatic, the emela-ntouka is adapted to its environment of jungle lakes and rivers – having a long broad tail which aids propulsion and stability in water. Its brown-grey skin makes the emela-ntouka hard to spot in the muddy, vegetation-filled waters of its natural habitat. This ability to merge into the environment combined with an aggressive, territorial, nature makes the emela-ntouka a danger to the unwary. It has a single huge horn on its snout which has been described as being formed of ivory (like that of an elephant) rather than the dark horns of its smaller cousins.

The emela-ntouka has a particularly ferocious temper and will lash out viciously at any that encroach on its territory.



[7] Average horn length is about 60cm, though females can grow a front horn almost as long as a man is tall; the male white rhino is larger than the female, but the female's main horn grows longer.

Geographical Distribution



All four types of rhinoceros described above are native to the Mungodan Continent. The abada, black rhinoceros, and white rhinoceros all favour open grassland or lightly forested areas, while the emela-ntouka lurks near rivers and lakes in the deep jungles of Mungoda.

Black rhinoceros and white rhinoceros were once shipped to the Selentine Empire where they were used in the gladiatorial combats. An abada may well be found in some Ta'ashim menageries. It is not thought that anything short of powerful magic could cage an angered emela-ntouka.

Special Abilities

In combat, all rhinoceroses will usually attack by charging. This cannot be parried; the only defence is to hurl oneself aside (matching the rhino's charging SPEED vs the target character's EVASION score). If struck, the character takes an amount of damage (if armoured, he subtracts his Armour Factor from this), is hurled back a distance, and lies winded for a number of Combat Rounds. Details of each amount are listed with each rhinoceros type. A rhinoceros will make only one such charge; in subsequent Rounds, it fights with its horns.

Like that of the unicorn, rhinoceros horns are reputed to have healing powers and to provide an antidote against poison when ground into powder. Sadly,[8] the rhinoceros horn's reputation is entirely false.

[8] Sadly for the user, not for the poor rhinoceros.

Abada, Rank-equivalent 1st

ATTACK 14	Horns (1d6, 3) and charge 1d6
DEFENCE 6	Armour Factor 1
MAGICAL DEFENCE 3	Movement: 12m (25m)
EVASION 4	STEALTH 9
Health Points: 1d6 +6	PERCEPTION 6 (normal)

Charge: SPEED 13, 1d6 damage, back 2m, winded 1 Round.

Black rhinoceros, Rank-equivalent 5th

ATTACK 16	Horn (1d8 +1, 5) and charge 1d4 +5
DEFENCE 4	Armour Factor 2
MAGICAL DEFENCE 3	Movement: 10m (25m)
EVASION 3	STEALTH 9
Health Points: 2d6 +12	PERCEPTION 7 (normal)

Charge: SPEED 14, 1d4 +5 damage, back 4m, winded 1-3 Rounds.

White rhinoceros, Rank-equivalent 6th

ATTACK 18	Horns (1d8 +1, 6) and charge 1d6 +6
DEFENCE 7	Armour Factor 2
MAGICAL DEFENCE 3	Movement: 12m (30m)
EVASION 4	STEALTH 9
Health Points: 2d6 +18	PERCEPTION 6 (normal)

Charge: SPEED 14, 1d6 +6 damage, back 5m, winded 1-3 Rounds.

Emela-ntouka, Rank-equivalent 7th

ATTACK 20	Horn (1d10, 8) and charge 1d6 +9
DEFENCE 8	Armour Factor 3
MAGICAL DEFENCE 4	Movement: 10m (swim 15m)
EVASION 4	STEALTH 10
Health Points: 3d6 +24	PERCEPTION 6 (normal)

Charge: SPEED 14, 1d6 +9 damage, back 5m, winded 1-3 Rounds.

Regarding the Treatment of Puffball Poisoning

Chris Jolliffe

Of all the foul powers of the Hobgoblin, surely the most malignant is their use of harvested puffballs as weapons. The evil creature will cast these dreadful objects at its enemies, which will surely then burst, in the hope that the unfortunate victim will breathe in the hazy cloud thus released. Should any do so, the spores will enter their lungs and there rapidly grow, filling up the chest and suffocating the poor wretch within minutes. Medicines to cure poison and even incantations by wizards prove largely ineffective in preventing this dire condition, yet hope may be found within this text, which details the means by which lives can be saved.

Of Common Means

The first priority must be to prevent the rapid growth of the spores within the patient's lungs. Drastic action must be taken, and therefore it is advised to fill their lungs with water, or better yet water laced with strong spirits. Provided the patient can avoid drowning, this should serve to significantly slow the condition's progress from heartbeats to hours. This must be followed by the correct purgative process.

It is necessary to kill the organism with poison, which unfortunately will also cause considerable harm to the host. The distillation known as "St Thomas' Prayer" should be employed which contains lungwort, nettles, and belladonna; this preparation must be drunk hourly and increased in strength should it not prove effective. The reaction will be severe and the body becomes a battleground between the remedy and the organism. Survival is far from certain and preparations for the patient's demise must be put in order.

If the condition worsens and sufficient supplies of St Thomas' Prayer cannot be made available, another round of half-drowning can be used to buy more time.



Should the patient endure the harm of the cure, recovery will be most rapid.

Of Magical Means

Magicians may become vexed when their charms prove ineffective; the *Antidote* enchantment and Theriac preparation may at first seem an obvious choice, as would healing spells and potions, but often these have no effect, and only the potent *Miracle Cure* incantation will suffice, which few have the knowledge and power to cast. There are Mystics who by their own diverse crafts know spells of a sort, and can use *Purification* to the same effect. Sadly this can only be applied to their own bodies.

There is still hope if a similar process of slowing and purging is completed.

A double dose of Theriac will slow the spore's processes, and the *Antidote* spell can prove worthwhile if cast at sufficient potency; the spell may in some instances even destroy the organism entirely. This is particularly the case in small children and animals.

A magical poison can be prepared to destroy the organism without great harm to the host, but given the time and great cost involved, it is undoubtedly best to have such preparations to hand in advance.



Game Notes



The two processes described can be undertaken with a herbal preparation or by magical means.

The Organism

When a victim is infected with puffball poisoning, the spores spontaneously grow into an organism with a Strength of 4 and 4 Health Points. Every round, the victim loses 1 Strength point while the organism gains 1 Strength and 2 Health Points. Once the victim is reduced to 0 Strength they start to suffocate, and within three more rounds they will be dead.

Treatment

The drowning procedure works like a poison, inflicting one stage more damage to the organism than to the victim. If, therefore, the victim was immersed in water sufficient to equal a weak poison, the organism must suffer the effects of a normal poison. Obviously, due care must be taken, as it is very easy to accidentally kill the host.

If sufficient strong alcohol spirit is mixed with the water (customarily by half-drowning them with a full water skin) then the process will add another level to the strength affecting the organism.

Assuming the patient did not drown, the spore's spread is slowed from rounds to hours. All this process can do is slow the organism's spread; it cannot prevent it entirely.

St Thomas' Prayer is a relatively familiar preparation amongst monks and apothecaries who may prepare the potion when needed, typically charging fifty florins and taking two hours. If no helpful herbalist is present but the formula can be found in a book, an adventurer can attempt the preparation. The GM secretly rolls 3d6 +2 vs Intelligence (Sorcerers of 4th Rank or higher may reduce this roll to 2d6 +2). It takes roughly 3 hours to collect ingredients in the wild, plus an hour for preparation. If the roll is not made, there is a 50% chance that the draught will prove ineffective and subject the patient to a weak poison, and a 50% chance that it will be horribly toxic, acting as a strong poison to both patient and organism.

Assuming it has been correctly prepared, the patient must endure a weak poison reaction whereas the organism will suffer the effects of a normal poison. A single preparation is good for four hourly doses, or two strong doses (normal poison to the patient, strong poison to the organism).

Magic

Miracle Cure or *Purification* will completely cleanse the patient of spores, but when such potent sorceries are not available, the same path of slowing and purification must be used. Less drastic measures are available through the use of spells, however. Two doses of the Theriac potion will slow the spores' development, as may an *Antidote* spell if cast at sufficient strength. It is possible for a Sorcerer to spend additional Magic Points on this spell for this purpose. Compare the current Strength of the organism to the Magic Points used to cast *Antidote*, and for every extra Magic Point spent (above the minimum 4MP needed to cast the spell) there is a 20% chance of eradicating the spores to a maximum chance of 80%. Otherwise, the development of the organism is slowed as before.

Healing magic may be used to lessen the effects of any poisons administered, whether medicinal or magical.

To wipe the spores out completely, the patient can be taken to a suitably powerful sorcerer or, if such is not available, given a particular magical poison commonly referred to as White Dove. This poison is prepared as normal, and while the patient must suffer the effects of a Weak poison, the organism must resist a Strong poison. White Dove invariably clears the infestation provided the patient has any strength left to live.



A Wayfarer's Cantrip

Chris Jolliffe

Spells from the notebook of Elias and Gertrude Sauvage were introduced in Casket of Fays 13. Here's another of the spells found therein…

Weather Aegis

Level	1 per 2 persons
Casting range	5m
Casting time	15 minutes
Duration	24 hours

Weather Aegis is an indispensable spell that protects those on whom it is cast from the effects of bad weather. Clothes will cast off rain without getting wet and bear heat without becoming stifling, boots will slip less often and resist becoming sodden, and hats and hoods will provide remarkable cover from storms and sun alike. There may even be a suspicion that the weather itself improves a little around them.

Note that Weather Aegis does not provide immunity to the weather; extreme conditions such as storms, blizzards and the blazing desert sun will be more than the little spell can handle.

The Tengu's Hauchiwa

Simon Barns

The hauchiwa, an ornate paper fan, is traditional to the land of Yamato that lies beyond Khitai, Batubatan, and the Thousand Islands.

Travellers tell stories of Tengu, crows that walk like men, either priestly in demeanour or tricksters, depending on the teller. These Tengu live in the mountains and summon the winds to do their bidding.

Whether the Tengu summon the winds, or the fans have this ability is unknown. What is known is that some sailors have brought ornamental fans home with them, and, of those, some have proved to be magical.

These fans initially have 2d6 Magic Points, determined randomly in secret by the GM.

There are a number of effects that can be used – as noted below, along with their Magic Point cost.

Grow or Shrink Nose – 2 Magic Points. This affects one targeted person within 10m. The caster must match their MAGICAL ATTACK[9] vs the target's MAGICAL DEFENCE. The target's nose either grows to an extraordinary length or shrinks to nothing, as determined by the caster. The target's Looks score is temporarily reduced by 6. This effect will last for 1d10 days unless a *Dispel Magic* is cast for the cost of 4 Magic Points.

Summon Winds – sample uses of this and the Magic Point cost are as Raw Elemental Power – Air (Dragon Warriors rulebook p.37).

[9] If the wielder is a non-magician, use a value equal to their MAGICAL DEFENCE +7.

Windwall (DW p.99) – 4 Magic Points. Both variants may be used; Air and Darkness.

Flight (DW p.100) – 8 Magic Points. Both variants may be used; Air and Darkness.

Tempest – as per Tempest Horn (DW p.145). This is a one-time use of the hauchiwa when at full Magic Points. After this is cast, the fan's enchantment will fade and it ceases to be magical. It can no longer be replenished nor used to cast any spells.

The hauchiwa's Magic Points are replenished by leaving it outside in a storm overnight.[10] Each night will replenish 1d4 Magic Points to the maximum of 12. The GM should not let their player know the number of Magic Points regained.



[10] A particularly malevolent GM could rule that there may be a chance of the storm damaging the hauchiwa or blowing it away. An unattended hauchiwa could be quite the prize for a passing sulsa (see Dragon Warriors rulebook, p. 53).

Saint Leon

Shaun Hately

Saint Leon, himself, is one of the newest saints in the Calendar of the True Faith. He was born in Ongus as the youngest son of a prominent member of the Company of Dyers and Inkmakers. His father had intended that he would become a priest or monk of one sort or another, but when he was sixteen, the Crusades began and Leon was one of the first boys in the city to take up the cross and head south in search of glory for himself and for his faith.

His service as a crusading soldier was fairly routine; he did his duty, but he was an ordinary soldier, not a knight, and he was seriously wounded in his second battle, losing most of the fingers on his left hand. Rather than return home, he became a cook and this is where he found a degree of fame: he was known to his fellows as a man who could produce a good meal from even the worst of ingredients and who was willing to risk great danger to bring food forward, not quite into battle, but far enough forward that most cooks would not venture. A belief developed among the crusading armies that when you ate his vegetable soup, you were much less likely to die.

When he fell in battle, his body lay on the field for four days before it was recovered, and it was found that his missing fingers had grown back and the body showed no sign of corruption. This was enough for the soldiers who had known him to immediately declare he was a Saint, and his body was returned to Ongus via a tour of the lands around the Coradian Sea. His case was presented to the Pontiff, who formally canonised him as a symbol of devotion to the cause of the Crusades.

His father used the boost to the family's reputation to advance his career within his Guild and eventually served as Lord Mayor of Ongus.

The Monastery of Saint Leon

Shaun Hately

The Monastery of Saint Leon is built on the site of Saint Leon's childhood home in the southern part of the Argent Hill ward of Ongus. Its construction was funded by his father, who had been a specialist in making and selling a particularly vivid form of pink dye, and who chose to have the Monastery painted in this colour, making the two-storey building a well-recognised site within the city.

The Order of Saint Leon is still very small with only about a dozen members. These are all former crusading Knights – being such is a condition of entry to the Order – who have decided to take up Saint Leon's mission of feeding those in need.

To enter the Monastery, one must pass by a well in a small courtyard. This well has been renowned for its particularly clean water for centuries. On one side of the courtyard is a large hatchway from which the monks serve vegetable soup to any who ask for it as an act of charity.

Members of the public are only permitted entry to the foyer of the Monastery, where they can gaze upon the incorruptible body of Saint Leon who is lying in a glass covered enclosure in the floor. He lies with his hands crossed and a look of serenity across his face. He was a delicate young man, slim, with very fine features, and blond hair. His eyes are open and still shine blue.

Most of the lower floor of the Monastery comprises individual cells for the monks, each with a bed and a lectern they can kneel at to read. The Monastery has a fairly large collection of books, mostly devoted to scripture and to cooking. There are facilities for bathing and dealing with other sanitary needs and a large kitchen that provides the soup for which the Monastery is known and which also serves the needs of the monks who eat in their own refectory. Up two flights of stairs is the Chapel of the order

– its only unusual features are a hole in the floor that allows the viewing of Saint Leon's body from this upper floor and rows of suits of armour and weapons that line the walls – those that used to belong to the knights who have become the Order of the Monks of Saint Leon.

Potential Adventure Involving the Monastery

Shaun Hately

There are persistent rumours that some of the armour and weapons on display in the Chapel of Saint Leon may have magical powers: at least two of the monks in the order were senior and powerful crusaders, the type who might well have acquired something special during their careers.

Saint Leon's body is also generally believed to be a potential source of holy relics, and there are those who feel it is a great waste for it simply to lie whole and incorruptible in its tomb. There are even some rumours that the body might be an inexhaustible supply of holy relics: that if you cut bits off the body, they will grow back. Investigation might find people who have claimed to have done just that and who are willing to sell on a finger or two for the right price.

Obviously, the Church and the City authorities would take a dim view of any attempt to steal such items from the monastery and though the monks inside have laid down their arms, their vows to be peaceful men of God for the rest of their lives might well be strongly tested by any attempt to steal the monastery's property or to desecrate the body of its saint.

But perhaps, in a very particular situation, if approached by somebody truly devout and desperate, they might allow somebody to at least touch Saint Leon. The boy was known to have wanted to help others, and feeding dozens of people a day does get expensive…

There are also rumours that Leon may have been female.

Monastery of Saint Leon

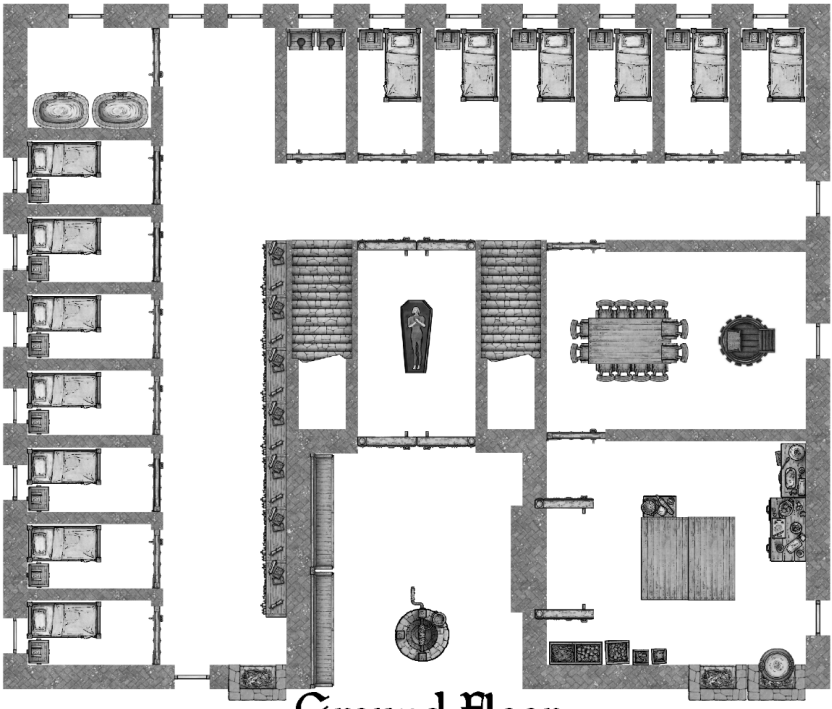
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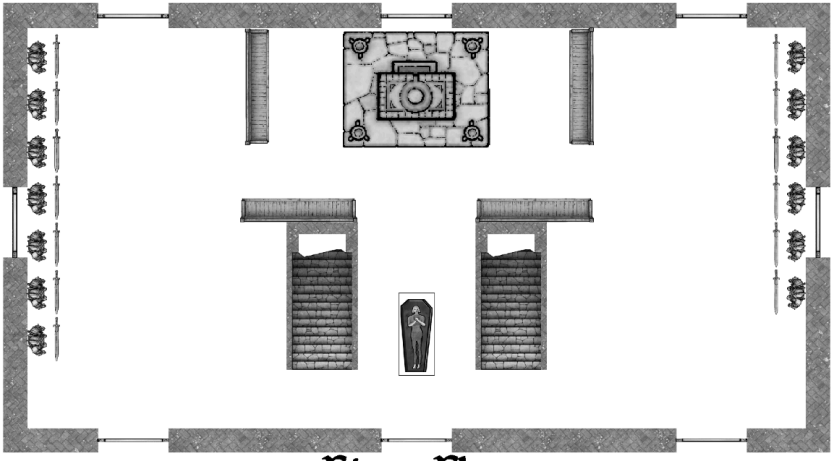
Scale in Feet

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Scale in Meters



Ground Floor



First Floor